Background Information

> TODO: A lot.
> - Tile and palette animations
> - Backgrounds with other special properties (e.g., Underwater, Peach's Castle, etc.)
> - Table for BGs that use tile share?
> - Details on BGs that are broken?

Bitmap Tables

Stored in BG_ncg/ folder.

Top Backgrounds

Slot	Bitmap
0: Grassland (hills and clouds)	d_2d_I_M_free_nohara_ncg.bin
1: Castle	d_2d_I_M_free_yakata_ncg.bin
2: Desert (pyramids, W2-Cannon)	d_2d_I_M_free_dokan_W2_ncg.bin
3: Underground	d_2d_I_M_free_chika_ncg.bin
4: Clouds	d_2d_I_M_free_kumo_ncg.bin
5: Underwater	d_2d_W_M_free_suichu_ncg.bin
6: Desert (pyramids)	d_2d_I_M_free_sabaku_ncg.bin
7: Volcanoes 1 (inside)	d_2d_W_M_free_yougan_ncg.bin
8: Grassland (Peach Castle)	d_2d_I_M_free_nohara_W1_1_ncg.bin
9: Beach (cliffs)	d_2d_W_M_free_kaigan_ncg.bin
10: Beach (cliffs)	d_2d_W_M_free_kaigan_ncg.bin
11: Forest	d_2d_W_M_free_jungle_ncg.bin
12: Grassland (blue/white hills and clouds)	d_2d_I_M_free_nohara2_ncg.bin
13: Bushes on mountain [Unused]	d_2d_I_M_free_kinoko_ncg.bin
14: Bushes on mountain [Unused]	d_2d_I_M_free_kinoko_ncg.bin
15: Volcanoes 2 (outside) [including raining debris]	d_2d_W_M_free_kazan_ncg.bin
16: Volcanoes 3 (outside) [Unused]	d_2d_W_M_free_kazangake_ncg.bin

Slot	Bitmap
17: Snowy trees	d_2d_I_M_free_setsugen_ncg.bin
18: Snowy hills	d_2d_I_M_free_setsugen2_ncg.bin
19: Bushes (W4-Cannon)	d_2d_I_M_free_dokan_W4_ncg.bin
20: Desert sand	d_2d_I_M_free_sabaku5_ncg.bin
21: Empty	None
22: Volcanoes 3 (outside) [Unused]	d_2d_W_M_free_kazangake_ncg.bin
23: Ghost house	d_2d_S_M_free_obakeyasiki_ncg.bin
24: Mountains with clouds	d_2d_W_M_free_kazangake2_ncg.bin
25: Mountains with clouds	d_2d_W_M_free_kazangake2_ncg.bin
26: Snowy trees (darker, W5-Cannon)	d_2d_I_M_free_dokan_W5_ncg.bin
27: Grassland (hills and clouds)	d_2d_I_M_free_nohara_ncg.bin
28: Snowy trees	d_2d_I_M_free_setsugen_ncg.bin
29: Pipes	d_2d_W_M_free_dokansoto_ncg.bin
30: Sewer wall (W2-3)	d_2d_W_M_free_dokannaka_ncg.bin
31: Volcano tower	d_2d_W_M_free_yougantate_ncg.bin
32: Empty	None
33: Low clouds	d_2d_I_M_free_kinoko3_ncg.bin
34: Grassland (hills and clouds, W1-Cannon)	d_2d_I_M_free_dokan_W1_ncg.bin
35: Empty	d_2d_I_M_free_sabaku_ncg.bin
36: Stalagmites (glitchy) [Unused]	d_2d_I_M_free_chika2_ncg.bin
37: Dark world 1 (dead trees, purple clouds)	d_2d_I_M_free_koopa_heigen_ncg.bin
38: Dark world 2 (rocks, purple clouds)	d_2d_I_M_free_koopa_iwa_ncg.bin
39: Tower	d_2d_I_M_free_toride_ncg.bin
40: Ghost house exit	d_2d_S_M_free_obake_soto_ncg.bin
41: Final Castle	d_2d_I_M_free_koopa_shiro_ncg.bin
42: Toad house 1	d_2d_W_M_free_kinokoA_ncg.bin
43: Toad house 2	d_2d_W_M_free_kinokoB_ncg.bin
44: Toad house 3	d_2d_W_M_free_kinokoC_ncg.bin
45: Final Castle	d_2d_I_M_free_koopa_shiro_ncg.bin
46: Toad house 4	d_2d_W_M_free_kinokoD_ncg.bin
47: Bowser Jr battle	d_2d_I_M_free_toride_boss_ncg.bin

Slot	Bitmap
48: Beach (cliffs, tall)	d_2d_W_M_free_kaigan_ncg.bin
49: Boss battle	d_2d_I_M_free_yakata_boss_ncg.bin
50: Low clouds	d_2d_I_M_free_kinoko3_ncg.bin
51: Foggy forest	d_2d_W_M_free_jungle2_ncg.bin
52: Desert (pyramids)	d_2d_I_M_free_sabaku2_ncg.bin
53: Desert (with underground bit)	d_2d_I_M_free_sabaku3_ncg.bin
54: Foggy forest	d_2d_W_M_free_jungle2_ncg.bin
55: Final boss battle	d_2d_I_M_free_koopa_boss_ncg.bin
56: Volcanoes 2 (outside)	d_2d_W_M_free_kazan_ncg.bin
57: Underwater cave	d_2d_W_M_free_suichu2_ncg.bin
58: Light grey castle (W8 Castle 1)	d_2d_I_M_free_yakata_nise_ncg.bin
59: Yellow clouds (Desert)	d_2d_I_M_free_kumo2_ncg.bin
60: Beach (world 6 style, with bushes)	d_2d_W_M_free_kaigan2_ncg.bin
61: Medium clouds	d_2d_I_M_free_yakata_bossW7_ncg.bin
62: Stone wall	d_2d_I_M_free_choropu_ncg.bin
63: Mummy-Pokey battle	d_2d_I_M_free_sabaku_boss_ncg.bin
64: Desert (pyramids)	d_2d_I_M_free_sabaku_ncg.bin
65: Desert (pyramids)	d_2d_I_M_free_sabaku_ncg.bin
66: Desert (pyramids, higher)	d_2d_I_M_free_sabaku4_ncg.bin
67: Empty	None
68: Empty	None
69: Empty	None
70: Empty	None
71: Empty	None
72: Empty	None
73: Empty	None
74: Empty	None
75: Grassland (hills and clouds)	d_2d_I_M_free_nohara_W1_1_ncg.bin

Bottom Backgrounds

Slot	Bitmap

0: Grassland (orange hills and clouds)	d_2d_I_M_back_nohara_ncg.bin
1: Castle	d_2d_I_M_back_yakata_ncg.bin
2: Desert (blue sky, pyramids, W2-Cannon)	d_2d_I_M_back_dokan_W2_ncg.bin
3: Underground	d_2d_I_M_back_chika_ncg.bin
4: Clouds	d_2d_I_M_back_kumo_ncg.bin
5: Underwater	d_2d_W_M_back_suichu_ncg.bin
6: Desert (yellow sky, pyramids)	d_2d_I_M_back_sabaku_ncg.bin
7: Volcanoes 1 (inside)	d_2d_W_M_back_yougan_ncg.bin
8: Grassland (pastel hills and clouds)	d_2d_I_M_back_nohara_W1_1_ncg.bin
9: Background clouds	d_2d_W_M_back_kaigan_ncg.bin
10: Background mountains	d_2d_W_M_back_kazangake2_ncg.bin
11: Forest	d_2d_W_M_back_jungle_ncg.bin
12: Grassland (blue/white hills and clouds)	d_2d_I_M_back_nohara2_ncg.bin
13: Background clouds 2 [Unused]	d_2d_I_M_back_kinoko_ncg.bin
14: Background clouds 2 [Unused]	d_2d_I_M_back_kinoko_ncg.bin
15: Volcanoes 2 (outside) [including raining debris]	d_2d_W_M_back_kazan_ncg.bin
16: Volcanoes 3 (outside) [Unused]	d_2d_W_M_back_kazangake_ncg.bin
17: Snowy trees	d_2d_I_M_back_setsugen_ncg.bin
18: Snowy hills	d_2d_I_M_back_setsugen2_ncg.bin
19: Background clouds (W4-Cannon)	d_2d_I_M_back_dokan_W4_ncg.bin
20: Desert (blue sky, pyramids, higher)	d_2d_I_M_back_sabaku5_ncg.bin
21: Bonus room (NES Mario and Luigi 1)	d_2d_I_M_back_mame_ncg.bin
22: Volcanoes 3 (outside) [Unused]	d_2d_W_M_back_kazangake_ncg.bin
23: Ghost house	d_2d_S_M_back_obakeyasiki_ncg.bin
24: Background mountains	d_2d_W_M_back_kazangake2_ncg.bin
25: Background mountains	d_2d_W_M_back_kazangake2_ncg.bin
26: Purple sky (W5-Cannon)	d_2d_I_M_back_dokan_W5_ncg.bin
27: Grassland (orange hills and clouds)	d_2d_I_M_back_nohara_ncg.bin
28: Snowy hills	d_2d_I_M_back_setsugen2_ncg.bin
29: Pipes	d_2d_W_M_back_dokansoto_ncg.bin
30: Empty	d_2d_W_M_back_dokannaka_ncg.bin
31: Volcano tower	d_2d_W_M_back_yougantate_ncg.bin

32: Castle 2	d_2d_I_M_back_toride_ncg.bin
33: Clouds with orange hills at back	d_2d_I_M_back_kinoko3_ncg.bin
34: Snowy hills (W1-Cannon)	d_2d_I_M_back_dokan_W1_ncg.bin
35: Cave	d_2d_I_M_back_chika3_ncg.bin
36: Stalagmites (glitchy) [Unused]	d_2d_I_M_back_chika3_ncg.bin
37: Dark world 1 (dead trees, purple clouds)	d_2d_I_M_back_koopa_heigen_ncg.bin
38: Dark world 2 (rocks, purple clouds)	d_2d_I_M_back_koopa_iwa_ncg.bin
39: Tower	d_2d_I_M_back_toride_ncg.bin
40: Ghost house exit	d_2d_S_M_back_obake_soto_ncg.bin
41: Final Castle (Normal Jyotyu)	d_2d_I_M_back_koopa_shiro_ncg.bin
42: Toad house 1	d_2d_W_M_back_kinokoA_ncg.bin
43: Toad house 2	d_2d_W_M_back_kinokoB_ncg.bin
44: Toad house 3	d_2d_W_M_back_kinokoC_ncg.bin
45: Final Castle (Blue Jyotyu)	d_2d_I_M_back_koopa_shiro_ncg.bin
46: Toad house 4	d_2d_W_M_back_kinokoD_ncg.bin
47: Bowser Jr battle	d_2d_I_M_back_toride_boss_ncg.bin
48: Background clouds (tall)	d_2d_W_M_back_kaigan_ncg.bin
49: Boss battle	d_2d_I_M_back_yakata_boss_ncg.bin
50: Background clouds	d_2d_W_M_back_kaigan_ncg.bin
51: Background clouds	d_2d_W_M_back_kaigan_ncg.bin
52: Desert (blue sky, pyramids)	d_2d_I_M_back_sabaku2_ncg.bin
53: Desert (yellow sky, higher)	d_2d_I_M_back_sabaku3_ncg.bin
54: Background mountains	d_2d_W_M_back_kazangake3_ncg.bin
55: Final boss battle	d_2d_I_M_back_koopa_boss_ncg.bin
56: Volcanoes 2	d_2d_W_M_back_kazan_ncg.bin
57: Underwater cave	d_2d_W_M_back_suichu_ncg.bin
58: Light grey castle (W8 Castle 1)	d_2d_I_M_back_yakata_nise_ncg.bin
59: Yellow clouds (Desert)	d_2d_I_M_back_kumo2_ncg.bin
60: Big mountains (higher, world 6 beach)	d_2d_W_M_back_kaigan2_ncg.bin
61: Background clouds	d_2d_I_M_back_yakata_bossW7_ncg.bin
62: Background mountains	d_2d_W_M_back_kazangake2_ncg.bin
63: Mummy-Pokey battle	d_2d_I_M_back_sabaku_boss_ncg.bin

64: Desert (yellow sky, pyramids)	d_2d_I_M_back_sabaku_ncg.bin
65: Desert (yellow sky, pyramids)	d_2d_I_M_back_sabaku_ncg.bin
66: Desert (blue sky, pyramids, higher)	d_2d_I_M_back_sabaku4_ncg.bin
67: Bonus room (NES Lakitu) [Unused]	d_2d_I_M_back_mame_ncg.bin
68: Bonus room (NES Mario + Bowser) [Unused]	d_2d_I_M_back_mame_ncg.bin
69: Bonus room (NES M/L swimming) [Unused]	d_2d_I_M_back_mame_ncg.bin
70: Bonus room (NES Mario and Luigi 2)	d_2d_I_M_back_mame_ncg.bin
71: Bonus room (NES Mario on vine) [Unused]	d_2d_I_M_back_mame_ncg.bin
72: Bonus room (NES Mario and Luigi 3) [Unused]	d_2d_I_M_back_mame_ncg.bin
73: Underground cave (red)	d_2d_I_M_back_chika4_ncg.bin
74: Bonus room	d_2d_I_M_back_mame_bonus_ncg.bin
75: Grassland (orange hills and clouds)	d_2d_I_M_back_nohara_VS_ncg.bin

Animation Table

TBA

Palette Tables

Stored in BG_ncl/ folder.

Top Backgrounds

Slot	Palette
0: Grassland (hills and clouds)	d_2d_I_M_free_nohara_ncl.bin
1: Castle	d_2d_I_M_free_yakata_ncl.bin
2: Desert (pyramids, W2-Cannon)	d_2d_I_M_free_dokan_W2_ncl.bin
3: Underground	d_2d_I_M_free_cika_ncl.bin
4: Clouds	d_2d_I_M_free_kumo_ncl.bin
5: Underwater	d_2d_W_M_free_suichu_ncl.bin
6: Desert (pyramids)	d_2d_I_M_free_sabaku_ncl.bin
7: Volcanoes 1 (inside)	d_2d_W_M_free_yougan_ncl.bin
8: Grassland (Peach Castle)	d_2d_I_M_free_nohara_W1_1_ncl.bin
9: Beach (cliffs)	d_2d_W_M_free_kaigan_ncl.bin

Slot	Palette
10: Beach (cliffs)	d_2d_W_M_free_kaigan_ncl.bin
11: Forest	d_2d_W_M_free_jungle_ncl.bin
12: Grassland (blue/white hills and clouds)	d_2d_I_M_free_nohara2_ncl.bin
13: Bushes on mountain [Unused]	d_2d_I_M_free_kinoko_ncl.bin
14: Bushes on mountain [Unused]	d_2d_I_M_free_kinoko_ncl.bin
15: Volcanoes 2 (outside) [including raining debris]	d_2d_W_M_free_kazan_ncl.bin
16: Volcanoes 3 (outside) [Unused]	d_2d_W_M_free_kazangake_ncl.bin
17: Snowy trees	d_2d_I_M_free_setsugen_ncl.bin
18: Snowy hills	d_2d_I_M_free_setsugen2_ncl.bin
19: Bushes (W4-Cannon)	d_2d_I_M_free_dokan_W4_ncl.bin
20: Desert sand	d_2d_I_M_free_sabaku5_ncl.bin
21: Empty	None
22: Volcanoes 3 (outside) [Unused]	d_2d_W_M_free_kazangake_ncl.bin
23: Ghost house	d_2d_S_M_free_obakeyasiki_ncl.bin
24: Mountains with clouds	d_2d_W_M_free_kazangake2_ncl.bin
25: Mountains with clouds	d_2d_W_M_free_kazangake2_ncl.bin
26: Snowy trees (darker, W5-Cannon)	d_2d_I_M_free_dokan_W5_ncl.bin
27: Grassland (hills and clouds)	d_2d_I_M_free_nohara_ncl.bin
28: Snowy trees	d_2d_I_M_free_setsugen_ncl.bin
29: Pipes	d_2d_W_M_free_dokansoto_ncl.bin
30: Sewer wall (W2-3)	d_2d_W_M_free_dokannaka_ncl.bin
31: Volcano tower	d_2d_W_M_free_yougantate_ncl.bin
32: Empty	None
33: Low clouds	d_2d_I_M_free_kinoko3_ncl.bin
34: Grassland (hills and clouds, W1-Cannon)	d_2d_I_M_free_dokan_W1_ncl.bin
35: Empty	None
36: Stalagmites (glitchy) [Unused]	d_2d_I_M_free_chika2_ncl.bin
37: Dark world 1 (dead trees, purple clouds)	d_2d_I_M_free_koopa_heigen_ncl.bin
38: Dark world 2 (rocks, purple clouds)	d_2d_I_M_free_koopa_iwa_ncl.bin
39: Tower	d_2d_I_M_free_toride_ncl.bin
40: Ghost house exit	d_2d_S_M_free_obake_soto_ncl.bin

Slot	Palette
41: Final Castle	d_2d_I_M_free_koopa_shiro_ncl.bin
42: Toad house 1	d_2d_W_M_free_kinokoA_ncl.bin
43: Toad house 2	d_2d_W_M_free_kinokoB_ncl.bin
44: Toad house 3	d_2d_W_M_free_kinokoC_ncl.bin
45: Final Castle	d_2d_I_M_free_koopa_shiro_ncl.bin
46: Toad house 4	d_2d_W_M_free_kinokoD_ncl.bin
47: Bowser Jr battle	d_2d_I_M_free_toride_boss_ncl.bin
48: Beach (cliffs, tall)	d_2d_W_M_free_kaigan_ncl.bin
49: Boss battle	d_2d_I_M_free_yakata_boss_ncl.bin
50: Low clouds	d_2d_I_M_free_kinoko3_ncl.bin
51: Foggy forest	d_2d_W_M_free_jungle2_ncl.bin
52: Desert (pyramids)	d_2d_I_M_free_sabaku2_ncl.bin
53: Desert (with underground bit)	d_2d_I_M_free_sabaku3_ncl.bin
54: Foggy forest	d_2d_W_M_free_jungle2_ncl.bin
55: Final boss battle	d_2d_I_M_free_koopa_boss_ncl.bin
56: Volcanoes 2 (outside)	d_2d_W_M_free_kazan_ncl.bin
57: Underwater cave	d_2d_W_M_free_suichu2_ncl.bin
58: Light grey castle (W8 Castle 1)	d_2d_I_M_free_yakata_nise_ncl.bin
59: Yellow clouds (Desert)	d_2d_I_M_free_kumo2_ncl.bin
60: Beach (world 6 style, with bushes)	d_2d_W_M_free_kaigan2_ncl.bin
61: Medium clouds	d_2d_I_M_free_yakata_bossW7_ncl.bin
62: Stone wall	d_2d_W_M_free_choropu_ncl.bin
63: Mummy-Pokey battle	d_2d_I_M_free_sabaku_boss_ncl.bin
64: Desert (pyramids)	d_2d_I_M_free_sabaku_ncl.bin
65: Desert (pyramids)	d_2d_I_M_free_sabaku_ncl.bin
66: Desert (pyramids, higher)	d_2d_I_M_free_sabaku4_ncl.bin
67: Empty	None
68: Empty	None
69: Empty	None
70: Empty	None
71: Empty	None

Slot	Palette
72: Empty	None
73: Empty	None
74: Empty	None
75: Grassland (hills and clouds)	d_2d_I_M_free_nohara_VS_ncl.bin

Bottom Backgrounds

Slot	Palette
0: Grassland (orange hills and clouds)	d_2d_I_M_back_nohara_ncl.bin
1: Castle	d_2d_I_M_back_yakata_ncl.bin
2: Desert (blue sky, pyramids, W2-Cannon)	d_2d_I_M_back_dokan_W2_ncl.bin
3: Underground	d_2d_I_M_back_cika_ncl.bin
4: Clouds	d_2d_I_M_back_kumo_ncl.bin
5: Underwater	d_2d_W_M_back_suichu_ncl.bin
6: Desert (yellow sky, pyramids)	d_2d_I_M_back_sabaku_ncl.bin
7: Volcanoes 1 (inside)	d_2d_W_M_back_yougan_ncl.bin
8: Grassland (pastel hills and clouds)	d_2d_I_M_back_nohara_W1_1_ncl.bin
9: Background clouds	d_2d_W_M_back_kaigan_ncl.bin
10: Background mountains	d_2d_W_M_back_kazangake2_ncl.bin
11: Forest	d_2d_W_M_back_jungle_ncl.bin
12: Grassland (blue/white hills and clouds)	d_2d_I_M_back_nohara2_ncl.bin
13: Background clouds 2 [Unused]	d_2d_I_M_back_kinoko_ncl.bin
14: Background clouds 2 [Unused]	d_2d_I_M_back_kinoko_ncl.bin
15: Volcanoes 2 (outside) [including raining debris]	d_2d_W_M_back_kazan_ncl.bin
16: Volcanoes 3 (outside) [Unused]	d_2d_W_M_back_kazangake_ncl.bin
17: Snowy trees	d_2d_I_M_back_setsugen_ncl.bin
18: Snowy hills	d_2d_I_M_back_setsugen2_ncl.bin
19: Background clouds (W4-Cannon)	d_2d_I_M_back_dokan_W4_ncl.bin
20: Desert (blue sky, pyramids, higher)	d_2d_I_M_back_sabaku5_ncl.bin
21: Bonus room (NES Mario and Luigi 1)	d_2d_I_M_back_mame_ncl.bin
22: Volcanoes 3 (outside) [Unused]	d_2d_W_M_back_kazangake_ncl.bin
23: Ghost house	d_2d_S_M_back_obakeyasiki_ncl.bin

Slot	Palette
24: Background mountains	d_2d_W_M_back_kazangake2_ncl.bin
25: Background mountains	d_2d_W_M_back_kazangake2_ncl.bin
26: Purple sky (W5-Cannon)	d_2d_I_M_back_dokan_W5_ncl.bin
27: Grassland (orange hills and clouds)	d_2d_I_M_back_nohara_ncl.bin
28: Snowy hills	d_2d_I_M_back_setsugen2_ncl.bin
29: Pipes	d_2d_W_M_back_dokansoto_ncl.bin
30: Empty	d_2d_W_M_back_dokannaka_ncl.bin
31: Volcano tower	d_2d_W_M_back_yougantate_ncl.bin
32: Castle 2	d_2d_I_M_back_toride_ncl.bin
33: Clouds with orange hills at back	d_2d_I_M_back_kinoko3_ncl.bin
34: Snowy hills (W1-Cannon)	d_2d_I_M_back_dokan_W1_ncl.bin
35: Cave	d_2d_I_M_back_chika3_ncl.bin
36: Stalagmites (glitchy) [Unused]	d_2d_I_M_back_chika2_ncl.bin
37: Dark world 1 (dead trees, purple clouds)	d_2d_I_M_back_koopa_heigen_ncl.bin
38: Dark world 2 (rocks, purple clouds)	d_2d_I_M_back_koopa_iwa_ncl.bin
39: Tower	d_2d_I_M_back_toride_ncl.bin
40: Ghost house exit	d_2d_S_M_back_obake_soto_ncl.bin
41: Final Castle (Normal Jyotyu)	d_2d_I_M_back_koopa_shiro_ncl.bin
42: Toad house 1	d_2d_W_M_back_kinokoA_ncl.bin
43: Toad house 2	d_2d_W_M_back_kinokoB_ncl.bin
44: Toad house 3	d_2d_W_M_back_kinokoC_ncl.bin
45: Final Castle (Blue Jyotyu)	d_2d_I_M_back_koopa_shiro_ncl.bin
46: Toad house 4	d_2d_W_M_back_kinokoD_ncl.bin
47: Bowser Jr battle	d_2d_I_M_back_toride_boss_ncl.bin
48: Background clouds (tall)	d_2d_W_M_back_kaigan_ncl.bin
49: Boss battle	d_2d_I_M_back_yakata_boss_ncl.bin
50: Background clouds	d_2d_W_M_back_kaigan_ncl.bin
51: Background clouds	d_2d_W_M_back_kaigan_ncl.bin
52: Desert (blue sky, pyramids)	d_2d_I_M_back_sabaku2_ncl.bin
53: Desert (yellow sky, higher)	d_2d_I_M_back_sabaku3_ncl.bin
54: Background mountains	d_2d_W_M_back_kazangake3_ncl.bin

Slot	Palette
55: Final boss battle	d_2d_I_M_back_koopa_boss_ncl.bin
56: Volcanoes 2	d_2d_W_M_back_kazan_ncl.bin
57: Underwater cave	d_2d_W_M_back_suichu_ncl.bin
58: Light grey castle (W8 Castle 1)	d_2d_I_M_back_yakata_nise_ncl.bin
59: Yellow clouds (Desert)	d_2d_I_M_back_kumo2_ncl.bin
60: Big mountains (higher, world 6 beach)	d_2d_W_M_back_kaigan2_ncl.bin
61: Background clouds	d_2d_I_M_back_yakata_bossW7_ncl.bin
62: Background mountains	d_2d_W_M_back_kazangake2_ncl.bin
63: Mummy-Pokey battle	d_2d_I_M_back_sabaku_boss_ncl.bin
64: Desert (yellow sky, pyramids)	d_2d_I_M_back_sabaku_ncl.bin
65: Desert (yellow sky, pyramids)	d_2d_I_M_back_sabaku_ncl.bin
66: Desert (blue sky, pyramids, higher)	d_2d_I_M_back_sabaku4_ncl.bin
67: Bonus room (NES Lakitu) [Unused]	d_2d_I_M_back_mame_ncl.bin
68: Bonus room (NES Mario + Bowser) [Unused]	d_2d_I_M_back_mame_ncl.bin
69: Bonus room (NES M/L swimming) [Unused]	d_2d_I_M_back_mame_ncl.bin
70: Bonus room (NES Mario and Luigi 2)	d_2d_I_M_back_mame_ncl.bin
71: Bonus room (NES Mario on vine) [Unused]	d_2d_I_M_back_mame_ncl.bin
72: Bonus room (NES Mario and Luigi 3) [Unused]	d_2d_I_M_back_mame_ncl.bin
73: Underground cave (red)	d_2d_I_M_back_chika4_ncl.bin
74: Bonus room	d_2d_I_M_back_mame_bonus_ncl.bin
75: Grassland (orange hills and clouds)	d_2d_I_M_back_nohara_VS_ncl.bin

Palette Animation Tables

Stored in BG_ncl/ folder. Do note that while the background slots load the palettes, the tileset slot determines if the animations play.

Top Backgrounds

Slot	Palette
7: Volcanoes 1 (inside)	d_2d_Bg3_TEN_W_yougan_ncl.bin
31: Volcano tower	d_2d_Bg3_TEN_W_yougantate_ncl.bin

Bottom Backgrounds

Slot	Palette
7: Volcanoes 1 (inside)	d_2d_Bg1_TEN_W_yougan_ncl.bin
31: Volcano tower	d_2d_Bg1_TEN_W_yougantate_ncl.bin

Tilemap Tables

Stored in BG_nsc/ folder.

Top Backgrounds

Slot	Tilemap
0: Grassland (hills and clouds)	d_2d_I_M_free_nohara_UR_nsc.bin
1: Castle	d_2d_I_M_free_yakata_UR_nsc.bin
2: Desert (pyramids, W2-Cannon)	d_2d_I_M_free_dokan_W2_UR_nsc.bin
3: Underground	d_2d_I_M_free_chika_R_nsc.bin
4: Clouds	d_2d_I_M_free_kumo_R_nsc.bin
5: Underwater	d_2d_W_M_free_suichu_mizu_UR_nsc.bin
6: Desert (pyramids)	d_2d_I_M_free_sabaku_UR_nsc.bin
7: Volcanoes 1 (inside)	d_2d_W_M_free_yougan_nsc.bin
8: Grassland (Peach Castle)	d_2d_I_M_free_nohara_W1_1_nsc.bin
9: Beach (cliffs)	d_2d_W_M_free_kaigan_UR_nsc.bin
10: Beach (cliffs)	d_2d_W_M_free_kaigan_UR_nsc.bin
11: Forest	d_2d_W_M_free_jungle_nsc.bin
12: Grassland (blue/white hills and clouds)	d_2d_I_M_free_nohara2_UR_nsc.bin
13: Bushes on mountain [Unused]	d_2d_I_M_free_kinoko_nsc.bin
14: Bushes on mountain [Unused]	d_2d_I_M_free_kinoko_nsc.bin
15: Volcanoes 2 (outside) [including raining debris]	d_2d_W_M_free_kazan_nsc.bin
16: Volcanoes 3 (outside) [Unused]	d_2d_W_M_free_kazangake_nsc.bin
17: Snowy trees	d_2d_I_M_free_setsugen_UR_nsc.bin
18: Snowy hills	d_2d_I_M_free_setsugen2_UR_nsc.bin
19: Bushes (W4-Cannon)	d_2d_I_M_free_dokan_W4_UR_nsc.bin
20: Desert sand	d_2d_I_M_free_sabaku5_nsc.bin

Slot	Tilemap
21: Empty	None
22: Volcanoes 3 (outside) [Unused]	d_2d_W_M_free_kazangake_01_nsc.bin
23: Ghost house	d_2d_S_M_free_obakeyasiki_UR_nsc.bin
24: Mountains with clouds	d_2d_W_M_free_kazangake2_UR_nsc.bin
25: Mountains with clouds	d_2d_W_M_free_kazangake2_UR_nsc.bin
26: Snowy trees (darker, W5-Cannon)	d_2d_I_M_free_dokan_W5_UR_nsc.bin
27: Grassland (hills and clouds)	d_2d_I_M_free_nohara_UR_nsc.bin
28: Snowy trees	d_2d_I_M_free_setsugen_UR_nsc.bin
29: Pipes	d_2d_W_M_free_dokansoto_R_nsc.bin
30: Sewer wall (W2-3)	d_2d_W_M_free_dokannaka_R_nsc.bin
31: Volcano tower	d_2d_W_M_free_yougantate_R_nsc.bin
32: Empty	None
33: Low clouds	d_2d_I_M_free_kinoko3_UR_nsc.bin
34: Grassland (hills and clouds, W1-Cannon)	d_2d_I_M_free_dokan_W1_UR_nsc.bin
35: Empty	None
36: Stalagmites (glitchy) [Unused]	d_2d_I_M_free_chika2_nsc.bin
37: Dark world 1 (dead trees, purple clouds)	d_2d_I_M_free_koopa_heigen_UR_nsc.bin
38: Dark world 2 (rocks, purple clouds)	d_2d_I_M_free_koopa_iwa_UR_nsc.bin
39: Tower	d_2d_I_M_free_toride_UR_nsc.bin
40: Ghost house exit	d_2d_S_M_free_obake_soto_UR_nsc.bin
41: Final Castle	d_2d_I_M_free_koopa_shiro_UR_nsc.bin
42: Toad house 1	d_2d_W_M_free_kinokoA_nsc.bin
43: Toad house 2	d_2d_W_M_free_kinokoB_nsc.bin
44: Toad house 3	d_2d_W_M_free_kinokoC_nsc.bin
45: Final Castle	d_2d_I_M_free_koopa_shiro_UR_nsc.bin
46: Toad house 4	d_2d_W_M_free_kinokoD_nsc.bin
47: Bowser Jr battle	d_2d_I_M_free_toride_boss_nsc.bin
48: Beach (cliffs, tall)	d_2d_W_M_free_kaigan_SR_nsc.bin
49: Boss battle	d_2d_I_M_free_yakata_boss_nsc.bin
50: Low clouds	d_2d_I_M_free_kinoko3_UR_nsc.bin
51: Foggy forest	d_2d_W_M_free_jungle2_nsc.bin

Slot	Tilemap
52: Desert (pyramids)	d_2d_I_M_free_sabaku2_UR_nsc.bin
53: Desert (with underground bit)	d_2d_I_M_free_sabaku3_SR_nsc.bin
54: Foggy forest	d_2d_W_M_free_jungle2_nsc.bin
55: Final boss battle	d_2d_I_M_free_koopa_boss_nsc.bin
56: Volcanoes 2 (outside)	d_2d_W_M_free_kazan_nsc.bin
57: Underwater cave	d_2d_W_M_free_suichu2_mizu_UR_nsc.bin
58: Light grey castle (W8 Castle 1)	d_2d_I_M_free_yakata_nise_UR_nsc.bin
59: Yellow clouds (Desert)	d_2d_I_M_free_kumo2_R_nsc.bin
60: Beach (world 6 style, with bushes)	d_2d_W_M_free_kaigan2_UR_nsc.bin
61: Medium clouds	d_2d_I_M_free_yakata_bossW7_nsc.bin
62: Stone wall	d_2d_W_M_free_choropu_nsc.bin
63: Mummy-Pokey battle	d_2d_I_M_free_sabaku_boss_UR_nsc.bin
64: Desert (pyramids)	d_2d_I_M_free_sabaku_UR_nsc.bin
65: Desert (pyramids)	d_2d_I_M_free_sabaku_UR_nsc.bin
66: Desert (pyramids, higher)	d_2d_I_M_free_sabaku4_nsc.bin
67: Empty	None
68: Empty	None
69: Empty	None
70: Empty	None
71: Empty	None
72: Empty	None
73: Empty	None
74: Empty	None
75: Grassland (hills and clouds)	d_2d_I_M_free_nohara_VS_UR_nsc.bin

Bottom Backgrounds

Slot	Tilemap
0: Grassland (orange hills and clouds)	d_2d_I_M_back_nohara_UR_nsc.bin
1: Castle	d_2d_I_M_back_yakata_UR_nsc.bin
2: Desert (blue sky, pyramids, W2-Cannon)	d_2d_I_M_back_dokan_W2_UR_nsc.bin
3: Underground	d_2d_I_M_back_chika_R_nsc.bin

Slot	Tilemap
4: Clouds	d_2d_I_M_back_kumo_R_nsc.bin
5: Underwater	d_2d_W_M_back_suichu_UR_nsc.bin
6: Desert (yellow sky, pyramids)	d_2d_I_M_back_sabaku_UR_nsc.bin
7: Volcanoes 1 (inside)	d_2d_W_M_back_yougan_nsc.bin
8: Grassland (pastel hills and clouds)	d_2d_I_M_back_nohara_W1_1_nsc.bin
9: Background clouds	d_2d_W_M_back_kaigan_UR_nsc.bin
10: Background mountains	d_2d_W_M_back_kazangake2_UR_nsc.bin
11: Forest	d_2d_W_M_back_jungle_nsc.bin
12: Grassland (blue/white hills and clouds)	d_2d_I_M_back_nohara2_UR_nsc.bin
13: Background clouds 2 [Unused]	d_2d_I_M_back_kinoko_nsc.bin
14: Background clouds 2 [Unused]	d_2d_I_M_back_kinoko_nsc.bin
15: Volcanoes 2 (outside) [including raining debris]	d_2d_W_M_back_kazan_nsc.bin
16: Volcanoes 3 (outside) [Unused]	d_2d_W_M_back_kazangake_nsc.bin
17: Snowy trees	d_2d_I_M_back_setsugen_UR_nsc.bin
18: Snowy hills	d_2d_I_M_back_setsugen2_UR_nsc.bin
19: Background clouds (W4-Cannon)	d_2d_I_M_back_dokan_W4_UR_nsc.bin
20: Desert (blue sky, pyramids, higher)	d_2d_I_M_back_sabaku5_nsc.bin
21: Bonus room (NES Mario and Luigi 1)	d_2d_I_M_back_mame_nsc.bin
22: Volcanoes 3 (outside) [Unused]	d_2d_W_M_back_kazangake_nsc.bin
23: Ghost house	d_2d_S_M_back_obakeyasiki_UR_nsc.bin
24: Background mountains	d_2d_W_M_back_kazangake2_UR_nsc.bin
25: Background mountains	d_2d_W_M_back_kazangake2_UR_nsc.bin
26: Purple sky (W5-Cannon)	d_2d_I_M_back_dokan_W5_UR_nsc.bin
27: Grassland (orange hills and clouds)	d_2d_I_M_back_nohara_UR_nsc.bin
28: Snowy hills	d_2d_I_M_back_setsugen2_UR_nsc.bin
29: Pipes	d_2d_W_M_back_dokansoto_R_nsc.bin
30: Empty	None
31: Volcano tower	d_2d_W_M_back_yougantate_R_nsc.bin
32: Castle 2	d_2d_I_M_back_toride_UR_nsc.bin
33: Clouds with orange hills at back	d_2d_I_M_back_kinoko3_UR_nsc.bin
34: Snowy hills (W1-Cannon)	d_2d_I_M_back_dokan_W1_UR_nsc.bin

Slot	Tilemap
35: Cave	d_2d_I_M_back_chika3_R_nsc.bin
36: Stalagmites (glitchy) [Unused]	d_2d_I_M_back_chika2_R_nsc.bin
37: Dark world 1 (dead trees, purple clouds)	d_2d_I_M_back_koopa_heigen_UR_nsc.bin
38: Dark world 2 (rocks, purple clouds)	d_2d_I_M_back_koopa_iwa_UR_nsc.bin
39: Tower	d_2d_I_M_back_toride_UR_nsc.bin
40: Ghost house exit	d_2d_S_M_back_obake_soto_UR_nsc.bin
41: Final Castle (Normal Jyotyu)	d_2d_I_M_back_koopa_shiro_UR_nsc.bin
42: Toad house 1	d_2d_W_M_back_kinokoA_nsc.bin
43: Toad house 2	d_2d_W_M_back_kinokoB_nsc.bin
44: Toad house 3	d_2d_W_M_back_kinokoC_nsc.bin
45: Final Castle (Blue Jyotyu)	d_2d_I_M_back_koopa_shiro_UR_nsc.bin
46: Toad house 4	d_2d_W_M_back_kinokoD_nsc.bin
47: Bowser Jr battle	d_2d_I_M_back_toride_boss_nsc.bin
48: Background clouds (tall)	d_2d_W_M_back_kaigan_SR_nsc.bin
49: Boss battle	d_2d_I_M_back_yakata_boss_nsc.bin
50: Background clouds	d_2d_W_M_back_kaigan_UR_nsc.bin
51: Background clouds	d_2d_W_M_back_kaigan_UR_nsc.bin
52: Desert (blue sky, pyramids)	d_2d_I_M_back_sabaku2_UR_nsc.bin
53: Desert (yellow sky, higher)	d_2d_I_M_back_sabaku3_SR_nsc.bin
54: Background mountains	d_2d_W_M_back_kazangake3_UR_nsc.bin
55: Final boss battle	d_2d_I_M_back_koopa_boss_nsc.bin
56: Volcanoes 2	d_2d_W_M_back_kazan_nsc.bin
57: Underwater cave	d_2d_W_M_back_suichu_UR_nsc.bin
58: Light grey castle (W8 Castle 1)	d_2d_I_M_back_yakata_nise_UR_nsc.bin
59: Yellow clouds (Desert)	d_2d_I_M_back_kumo2_R_nsc.bin
60: Big mountains (higher, world 6 beach)	d_2d_W_M_back_kaigan2_UR_nsc.bin
61: Background clouds	d_2d_I_M_back_yakata_bossW7_nsc.bin
62: Background mountains	d_2d_W_M_back_kazangake2_UR_nsc.bin
63: Mummy-Pokey battle	d_2d_I_M_back_sabaku_boss_UR_nsc.bin
64: Desert (yellow sky, pyramids)	d_2d_I_M_back_sabaku_UR_nsc.bin
65: Desert (yellow sky, pyramids)	d_2d_I_M_back_sabaku_UR_nsc.bin

Slot	Tilemap
66: Desert (blue sky, pyramids, higher)	d_2d_I_M_back_sabaku4_nsc.bin
67: Bonus room (NES Lakitu) [Unused]	d_2d_I_M_back2_mame_nsc.bin
68: Bonus room (NES Mario + Bowser) [Unused]	d_2d_I_M_back3_mame_nsc.bin
69: Bonus room (NES M/L swimming) [Unused]	d_2d_I_M_back4_mame_nsc.bin
70: Bonus room (NES Mario and Luigi 2)	d_2d_I_M_back5_mame_nsc.bin
71: Bonus room (NES Mario on vine) [Unused]	d_2d_I_M_back6_mame_nsc.bin
72: Bonus room (NES Mario and Luigi 3) [Unused]	d_2d_I_M_back7_mame_nsc.bin
73: Underground cave (red)	d_2d_I_M_back_chika4_R_nsc.bin
74: Bonus room	d_2d_I_M_back_mame_bonus_nsc.bin
75: Grassland (orange hills and clouds)	d_2d_I_M_back_nohara_VS_UR_nsc.bin

Parallax Type Tables

Top Backgrounds

Slot	Type
0: Grassland (hills and clouds)	3
1: Castle	None
2: Desert (pyramids, W2-Cannon)	None
3: Underground	None
4: Clouds	7
5: Underwater	2
6: Desert (pyramids)	None
7: Volcanoes 1 (inside)	None
8: Grassland (Peach Castle)	None
9: Beach (cliffs)	8
10: Beach (cliffs)	8
11: Forest	None
12: Grassland (blue/white hills and clouds)	15
13: Bushes on mountain [Unused]	None
14: Bushes on mountain [Unused]	None
15: Volcanoes 2 (outside) [including raining debris]	6

Slot	Type
16: Volcanoes 3 (outside) [Unused]	None
17: Snowy trees	None
18: Snowy hills	None
19: Bushes (W4-Cannon)	None
20: Desert sand	None
21: Empty	None
22: Volcanoes 3 (outside) [Unused]	None
23: Ghost house	None
24: Mountains with clouds	9
25: Mountains with clouds	9
26: Snowy trees (darker, W5-Cannon)	None
27: Grassland (hills and clouds)	None
28: Snowy trees	None
29: Pipes	None
30: Sewer wall (W2-3)	None
31: Volcano tower	None
32: Empty	None
33: Low clouds	5
34: Grassland (hills and clouds, W1-Cannon)	None
35: Empty	None
36: Stalagmites (glitchy) [Unused]	None
37: Dark world 1 (dead trees, purple clouds)	11
38: Dark world 2 (rocks, purple clouds)	17
39: Tower	None
40: Ghost house exit	12
41: Final Castle	None
42: Toad house 1	None
43: Toad house 2	None
44: Toad house 3	None
45: Final Castle	None
46: Toad house 4	None

Slot	Type
47: Bowser Jr battle	None
48: Beach (cliffs, tall)	14
49: Boss battle	None
50: Low clouds	5
51: Foggy forest	None
52: Desert (pyramids)	None
53: Desert (with underground bit)	None
54: Foggy forest	None
55: Final boss battle	None
56: Volcanoes 2 (outside)	6
57: Underwater cave	None
58: Light grey castle (W8 Castle 1)	None
59: Yellow clouds (Desert)	None
60: Beach (world 6 style, with bushes)	None
61: Medium clouds	18
62: Stone wall	None
63: Mummy-Pokey battle	None
64: Desert (pyramids)	None
65: Desert (pyramids)	None
66: Desert (pyramids, higher)	None
67: Empty	None
68: Empty	None
69: Empty	None
70: Empty	None
71: Empty	None
72: Empty	None
73: Empty	None
74: Empty	None
75: Grassland (hills and clouds)	None

Bottom Backgrounds

Slot	Type
0: Grassland (orange hills and clouds)	3
1: Castle	None
2: Desert (blue sky, pyramids, W2-Cannon)	None
3: Underground	None
4: Clouds	7
5: Underwater	2
6: Desert (yellow sky, pyramids)	None
7: Volcanoes 1 (inside)	None
8: Grassland (pastel hills and clouds)	19
9: Background clouds	None
10: Background mountains	None
11: Forest	None
12: Grassland (blue/white hills and clouds)	15
13: Background clouds 2 [Unused]	4
14: Background clouds 2 [Unused]	None
15: Volcanoes 2 (outside) [including raining debris]	6
16: Volcanoes 3 (outside) [Unused]	1
17: Snowy trees	10
18: Snowy hills	16
19: Background clouds (W4-Cannon)	None
20: Desert (blue sky, pyramids, higher)	None
21: Bonus room (NES Mario and Luigi 1)	20
22: Volcanoes 3 (outside) [Unused]	None
23: Ghost house	None
24: Background mountains	9
25: Background mountains	9
26: Purple sky (W5-Cannon)	11
27: Grassland (orange hills and clouds)	None
28: Snowy hills	16
29: Pipes	None
30: Empty	None

Slot	Type
31: Volcano tower	None
32: Castle 2	None
33: Clouds with orange hills at back	None
34: Snowy hills (W1-Cannon)	21
35: Cave	None
36: Stalagmites (glitchy) [Unused]	None
37: Dark world 1 (dead trees, purple clouds)	11
38: Dark world 2 (rocks, purple clouds)	17
39: Tower	None
40: Ghost house exit	12
41: Final Castle (Normal Jyotyu)	None
42: Toad house 1	13
43: Toad house 2	13
44: Toad house 3	13
45: Final Castle (Blue Jyotyu)	None
46: Toad house 4	13
47: Bowser Jr battle	None
48: Background clouds (tall)	None
49: Boss battle	None
50: Background clouds	None
51: Background clouds	None
52: Desert (blue sky, pyramids)	None
53: Desert (yellow sky, higher)	None
54: Background mountains	None
55: Final boss battle	None
56: Volcanoes 2	6
57: Underwater cave	None
58: Light grey castle (W8 Castle 1)	None
59: Yellow clouds (Desert)	None
60: Big mountains (higher, world 6 beach)	None
61: Background clouds	None

Slot	Type
62: Background mountains	None
63: Mummy-Pokey battle	None
64: Desert (yellow sky, pyramids)	None
65: Desert (yellow sky, pyramids)	None
66: Desert (blue sky, pyramids, higher)	None
67: Bonus room (NES Lakitu) [Unused]	20
68: Bonus room (NES Mario + Bowser) [Unused]	20
69: Bonus room (NES M/L swimming) [Unused]	20
70: Bonus room (NES Mario and Luigi 2)	20
71: Bonus room (NES Mario on vine) [Unused]	20
72: Bonus room (NES Mario and Luigi 3) [Unused]	20
73: Underground cave (red)	None
74: Bonus room	None
75: Grassland (orange hills and clouds)	None

Parallax Data Tables

> TODO: Can we get more detailed information on how type 2 works specifically? Additionally, add source.

Vertical range is relative to the top of the background. Speed is relative to the background scroll speed the level is set to use, being either automatic scrolling in addition to the background speed (measured by pixels per frame — denoted "ppf") or as a percentage of the background scroll speed. Several types also do not have any parallax data and are not used in any capacity.

Top Backgrounds

Type 1

No parallax data

Type 2

This type doesn't have any meaningful parallax data, but it is special in that it causes the background to wave when liquid is nearby.

Type 3

Vertical Range	Speed
0-344px	0.25ppf left

Type 4

No parallax data

Type 5

Vertical Range	Speed
0-440px	0.125ppf left
440-512px	0.3125ppf left

Type 6

Vertical Range	Speed
0-304px	0.375ppf left
304-320px	0.3125ppf left

Type 7

Vertical Range	Speed
Entire background	0.25ppf left

Type 8

Vertical Range	Speed
0-312px	0.25ppf left
312-344px	0.125ppf left

Type 9

Vertical Range	Speed
0-328px	0.25ppf left

Type 11

Vertical Range	Speed
0-255px	0.25ppf left

Vertical Range	Speed
255-335px	0.1875ppf left

Type 12

Vertical Range	Speed
0-319px	0.25ppf left

Type 13

No parallax data

Type 14

Vertical Range	Speed
0-39px	0.25px left
39-55px	0.125px left

Type 15

Vertical Range	Speed
0-247px	0.375ppf left
247-311px	0.5ppf left

Type 16

No parallax data

Type 17

Vertical Range	Speed
0-327px	0.25ppf left

Type 18

Vertical Range	Speed
0-359px	0.25ppf left
359-512px	0.4375ppf left

Type 19

No parallax data

Type 20

No parallax data

Type 21

No parallax data

Bottom Backgrounds

Type 1

Vertical Range	Speed
384-512px	162.5%

Type 2

This type doesn't have any meaningful parallax data, but it is special in that it causes the background to wave when liquid is nearby.

Type 3

Vertical Range	Speed
0-344px	0.125ppf left

Type 4

Vertical Range	Speed
0-384px	0.125ppf left

Type 5

No parallax data

Type 6

Vertical Range	Speed
0-335px	0.25ppf left
335-351px	0.1875ppf left
351-367px	0.125ppf left

Vertical Range	Speed
367-375px	0.0625ppf left

Type 7

Vertical Range	Speed
Entire background	0.125ppf left

Type 8

No parallax data

Type 9

Vertical Range	Speed
0-360px	0.125ppf left

Type 10

Vertical Range	Speed
0-231px	0.25ppf left
231-263px	0.1875ppf left
263-335px	0.125ppf left
335-351px	0.0625ppf left

Type 11

Vertical Range	Speed
0-327px	0.125ppf left
327-399px	0.0625ppf left

Type 12

Vertical Range	Speed
0-327px	0.25ppf left
327-359px	0.125ppf left

Type 13

Vertical Range	Speed

0-383px	0.25ppf left
383-391px	0.1875ppf left
391-399px	0.125ppf left
399-407px	0.0625ppf left

Type 14

No parallax data

Type 15

Vertical Range	Speed
0-279px	0.0625ppf left
279-335px	0.125ppf left
335-364px	0.25ppf left

Type 16

Vertical Range	Speed
0-135px	0.0625ppf left
135-247px	0.125ppf left
247-319px	0.1875ppf left
319-343px	0.3125ppf left

Type 17

Vertical Range	Speed
0-351px	0.125ppf left
351-391px	0.0625ppf left

Type 18

No parallax data

Type 19

Vertical Range	Speed
0-295px	0.375ppf left
295-342px	0.25ppf left

Vertical Range	Speed
342-375px	0.125ppf left

Type 20

Vertical Range	Speed
Entire Background	0.5ppf right

Type 21

Vertical Range	Speed
0-215px	0.125ppf left
215-319px	0.25ppf left
319-343px	0.375ppf left

Jyotyu Palette Tables

The bottom background slot determines the jyotyu and enemy palettes used in the course.

Slot	Palette
0: Grassland (orange hills and clouds)	Normal
1: Castle	Blue
2: Desert (blue sky, pyramids, W2-Cannon)	Normal
3: Underground	Blue
4: Clouds	Normal
5: Underwater	Normal
6: Desert (yellow sky, pyramids)	Normal
7: Volcanoes 1 (inside)	Red
8: Grassland (pastel hills and clouds)	Normal
9: Background clouds	Normal
10: Background mountains	Normal
11: Forest	Normal
12: Grassland (blue/white hills and clouds)	Normal
13: Background clouds 2 [Unused]	Normal
14: Background clouds 2 [Unused]	Normal
15: Volcanoes 2 (outside) [including raining debris]	Normal

Slot	Palette
16: Volcanoes 3 (outside) [Unused]	Normal
17: Snowy trees	Grey
18: Snowy hills	Grey
19: Background clouds (W4-Cannon)	Normal
20: Desert (blue sky, pyramids, higher)	Normal
21: Bonus room (NES Mario and Luigi 1)	Normal
22: Volcanoes 3 (outside) [Unused]	Normal
23: Ghost house	Grey
24: Background mountains	Normal
25: Background mountains	Normal
26: Purple sky (W5-Cannon)	Normal
27: Grassland (orange hills and clouds)	Normal
28: Snowy hills	Normal
29: Pipes	Blue
30: Empty	Normal
31: Volcano tower	Red
32: Castle 2	Normal
33: Clouds with orange hills at back	Normal
34: Snowy hills (W1-Cannon)	Normal
35: Cave	Blue
36: Stalagmites (glitchy) [Unused]	Blue
37: Dark world 1 (dead trees, purple clouds)	Red
38: Dark world 2 (rocks, purple clouds)	Red
39: Tower	Blue
40: Ghost house exit	Normal
41: Final Castle (Normal Jyotyu)	Normal
42: Toad house 1	Normal
43: Toad house 2	Normal
44: Toad house 3	Normal
45: Final Castle (Blue Jyotyu)	Blue
46: Toad house 4	Normal
47: Bowser Jr battle	Blue

Slot	Palette
48: Background clouds (tall)	Normal
49: Boss battle	Blue
50: Background clouds	Normal
51: Background clouds	Normal
52: Desert (blue sky, pyramids)	Normal
53: Desert (yellow sky, higher)	Normal
54: Background mountains	Normal
55: Final boss battle	Normal
56: Volcanoes 2	Normal
57: Underwater cave	Normal
58: Light grey castle (W8 Castle 1)	Blue
59: Yellow clouds (Desert)	Normal
60: Big mountains (higher, world 6 beach)	Normal
61: Background clouds	Blue
62: Background mountains	Normal
63: Mummy-Pokey battle	Normal
64: Desert (yellow sky, pyramids)	Normal
65: Desert (yellow sky, pyramids)	Normal
66: Desert (blue sky, pyramids, higher)	Normal
67: Bonus room (NES Lakitu) [Unused]	Normal
68: Bonus room (NES Mario + Bowser) [Unused]	Normal
69: Bonus room (NES M/L swimming) [Unused]	Normal
70: Bonus room (NES Mario and Luigi 2)	Normal
71: Bonus room (NES Mario on vine) [Unused]	Normal
72: Bonus room (NES Mario and Luigi 3) [Unused]	Normal
73: Underground cave (red)	Blue
74: Bonus room	Normal
75: Grassland (orange hills and clouds)	Normal

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